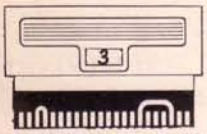
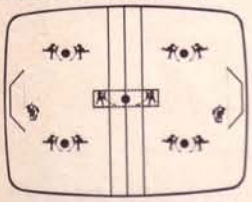
HOCKEY ... go for the cup in Odyssey Stadium as you face-off, maneuver the puck and dig for the net!

GAME AIDS:

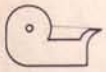


GAME CARD #3



GAME OVERLAY

ODYSSEY STADIUM SCOREBOARD



FROSTED TAPE

SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Turn the SPEED control to the slowest setting.
3. Place the HOCKEY Overlay on the screen.
4. Each player sets his ENGLISH control to the upright center position.
5. **(Illust. A).** Players move their lights into the center positions for the Face-Off.
6. Press the Reset Button to activate the "PUCK." It should move back and forth between the centers. Some slight ENGLISH adjustment may be necessary to accomplish this. Gradually increase the speed of the puck as you become more proficient in playing HOCKEY.

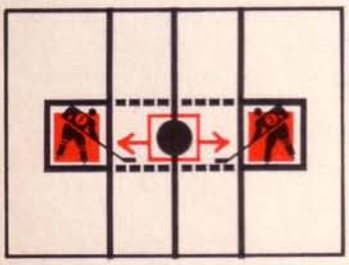
PLAY

Play begins with a Face-Off at center ice.

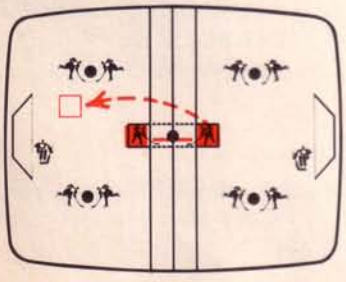
FACE-OFF: Both players start with their hands off the controls and placed on the table, floor or lap.

On the count of three, race your hands to your Player Control Unit and use your ENGLISH control to try to drive the "PUCK" past your opponent. **(Illust. B).** (Players alternate counting for each FACE-OFF.)

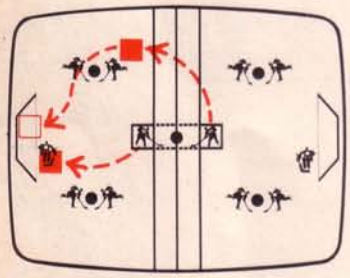
SHOT ON GOAL: (Illust. C and D). The offense must cross the red line, into his opponent's territory, *before* making a SHOT ON GOAL that will count, otherwise, the goal does not count. A new Face-Off is made from center ice. Also, after each GOAL is made, there is a new center Face-Off.



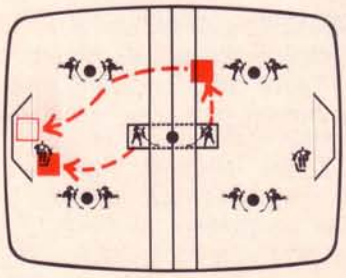
A



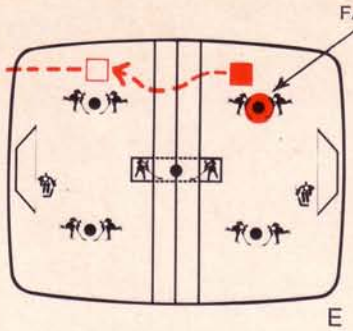
B



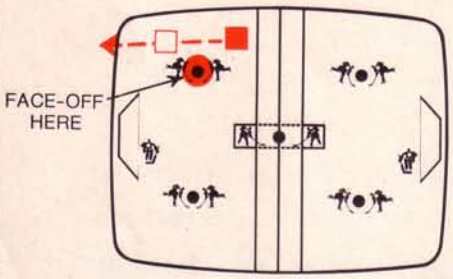
GOAL COUNTS C



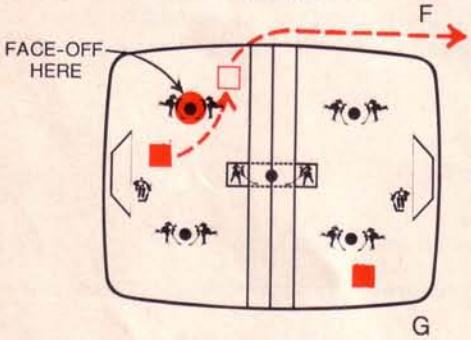
GOAL DOES NOT COUNT. PLAYERS MUST "FACE-OFF" D



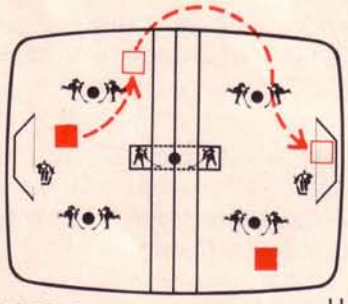
E



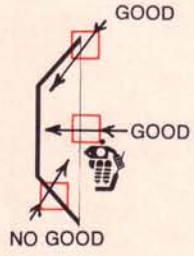
F



G



GOOD OFF THE BOARD PASS H



I

J

GOALIE HAS ENTERED
HIS OWN NET—FOUL!

ICING: (Illust. E). If the PUCK crosses the red line and goes off the goal edge of the screen without entering the net, the PUCK is ICED and a Face-Off is held on the wing of the offensive player's ice.

(Illust. F). If the PUCK goes past the net, and if the Offensive player made the shot while on the Defender's ice, the Face-Off is held on the Face-Off Circle closest to the side where PUCK went off.

OFFSIDE: (Illust. G). If the "PUCK" goes off the top or the bottom of the playing surface and does *not* return to the rink before reaching the goal edge of the screen, it is considered OFFSIDE. The Face-Off is held in the Face-Off circle nearest the point where the Puck went out of play.

OFF THE BOARD PASS: (Illust. H). If the "PUCK" goes off the top or the bottom of the playing surface and *does* return to the rink before reaching the goal edge of the screen, it is considered a good Off The Board's Pass.

GOALS: (Illust. I). The colored nets of the goal must be lighted to score a goal. The puck may not enter the goal through the black line. The score is 1 point for each goal. In order for a goal to be considered legal, the PUCK must enter the net in one of the ways illustrated.

PENALTY: (Illust. J). If the Goalie enters his own colored net area while defending his Goal, it is a FOUL. The offending Goalie must then use only one hand on his Player Control for the next two plays.

THE GAME: The GAME consists of three PERIODS. Each PERIOD is limited to 20 plays. A new play is considered to be started each time the RESET button is pressed. Use the Scoreboard to keep track of the plays.

(Place frosted tape over the Scoreboard. Pencil scores may be erased.)